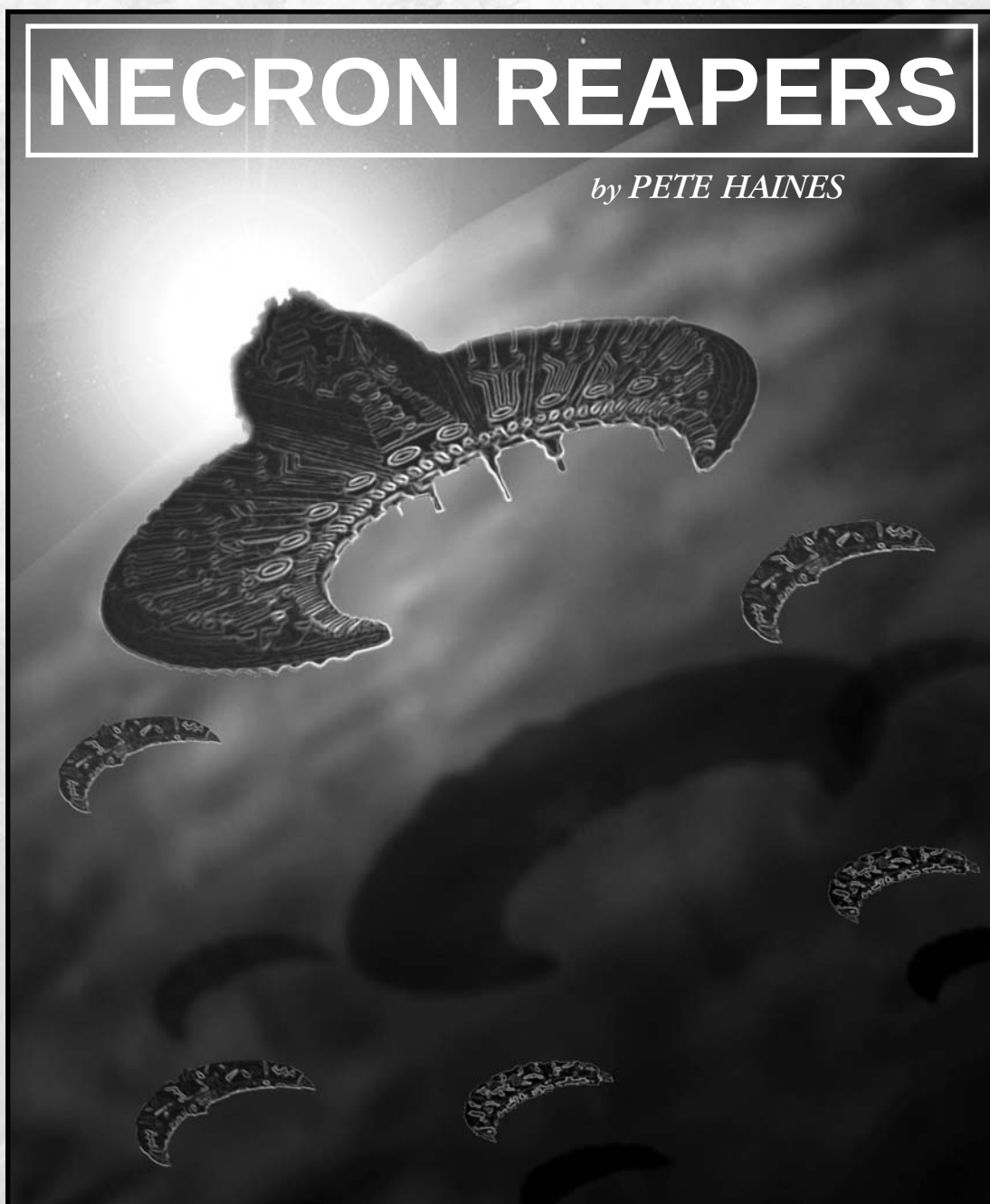


NEW RULES

NECRON REAPERS

by PETE HAINES



“There is a vault deep beneath the Golden Throne of the Emperor, below the mile upon mile of departments of the Administratum, below the deep storage levels and the vastness of the dungeons of Earth. Its gates are adamantine. It is locked with enchantments of stasis. None can enter without the seal of the Lords of Terra. Of its dark and silent guardians I will not, dare not, speak.

Within this deepest and most secure of vaults, which in ignorance of its true name I shall call the Forbidden Vault, lie secrets uncovered by mankind since the dawn of time. Secrets so terrifying, dangers so horrific, that they must be

secured forever lest mere knowledge of their existence drive mortal minds to the brink of madness.

Yet sometimes Explorators have recourse to visit the Forbidden Vault; a chance encounter on some alien world, a discovery deep in space, a babbling report of things long forgotten. Once again the adamantine gates are opened, the stasis seals are broken, and the silent guardians stand aside. Records are examined and cross-referenced. Ancient ciphers are activated, searches made, matches found, dossiers compiled and re-compiled until, at last, something like the truth takes form.

What purpose lies behind this slaughter, executed, as it is, with such cold intelligence, it burns the mind to contemplate. This is not the slaying of beasts that must kill to feed, yet it is bestial in its unfettered savagery. What of the mutilation of the dead, whose organs lay displayed as if for examination? I cannot yet explain these things, and though I begin to guess, I fear my thoughts and am not ready to share that terror. Perchance I may be wrong and would not needlessly wear the shackle of heresy.

This much I can say and it is terror enough for now. The Explorators, numbering one hundred and six, are accounted for save three. All were dead in the manner described, naked, drawn, and bearing strange and calculating marks of examination. Of the other three nothing was found. Nor was any trace of their blood discovered in the vat into which the aliens decanted that of the other bodies.

The scan section which survived the attack is fragmentary and much degraded. Most of its content was erased in the same way as all other electronic and crystalline recorders, as well as items of equipment in the Explorators camp including many of their weapons. The attackers would appear to possess a kind of disabling device which is capable of rendering our weaponry dysfunctional and of obliterating such means we have of making record and observation. In this way I believe they have hitherto escaped identification, and would not have been discovered now were it not for chance.

The scan shows the action of a few moments but in it we see clearly the form of our enemy, a mechanoid construction wrought by unknown hand in a form that is a mockery of mankind. Herein we see seven of the creatures advance upon the defenders. The defenders guns fire and three of the creatures fall, struck by lasers and bolters. Yet the rest come on resolute in the face of fire. As the mechanoids advance further, the defenders fire seems to slacken and at least one weapon can be seen to fail as its bearer casts it upon the ground. The scan ends as the attackers close, yet there are two further details which are worthy of note.

Of those three creatures struck by our fire one is blown in two, its torso comes to rest in the centre of frame 00.17 where upon it appears to fade in frames 00.21 onwards. This is not a trick of the light or result of the scan's poor quality, for it is faded to nothingness by frame 00.54. Whether removed in some unseen way or whether it simply dissolves to nothing is impossible to say. The other enemies fall, collapsing out of view. Here they remain for some time as if destroyed. Yet in a later frame one mechanoid stirs again and rises to its feet rejoining the attack before the scan ends.

Your Servant

+++ Secure Inquisition communication carry neither the name of sender or recipient...MESSAGE ENDS



NEW RULES

NEW RULES

Or such at least is the tale that men tell. A tale of things I had never expected to see, to witness for myself the Seal of Terra flicker red in the globe-light, or glimpse with my own eyes those terrible watchmen, or feel the waxy touch of ancient records made in black ink upon human skin. Who could have foreseen the discovery, time-after-time and throughout human history, of such evidence of unmistakable malice. Now I hold in my shaking hands a revelation of such magnitude that all human endeavour seems vain and the flame of hope flickers in the wind of despair”.

For centuries the Explorators of the Imperium have known of the ancient civilisation of the Necrontyr – a race that became extinct tens of millions of years ago. Little remains now of what must once have been a technically advanced empire that spanned the galaxy. Any surface structures that may once have existed have long since disappeared from Necrontyr worlds. Their existence has been eroded by time. They and their works have crumbled to dust with the passage of eons.

Only deep under the sand have the Necrontyr's inexplicably strange tomb-temples partially survived. No intact complex has ever been discovered. Those that have been explored and of which records exist, are all ruinous and empty. What their purpose or content might have been, or if they were plundered and emptied by others in antiquity, is all impossible to say. Best analysis indicates that the Necrontyr vanished from the galaxy more than sixty million years ago, when the planet Earth was little more than prehistoric jungle, and mankind's evolution lay millions of years in the future.



Like a thousand other dead civilisations and forgotten races the Necrontyr are of interest to few outside the dusty offices of the Explorator Archaeos. Until now.

Now, suddenly and unexpectedly, a chance encounter has brought the Necrontyr to the attention of the powerful and great. Raiders marked with Necrontyr runes and indecipherable inscriptions of Necrontyr design have been captured on a brief visual scan. It is a momentary visual record of the attack, yet it is a link in a chain of events that extends across the galaxy. It is a link to other raids, to other sites of destruction where raiders leave no trace and where records are wiped across an entire planet.

NECRONS IN SPACE

Until very recently almost all contact with the Necron's had been limited to battles fought on planets against small forces of Necron troops. From time to time reports were made of strange space craft encountered on the edge of newly discovered systems, which appeared derelict at first but when approached became active. More often than not all that remained of the Imperial craft which encountered these strange ships was the scattered wreckage of the destroyed ships, and the only clues to the nature of the enemy were garbled distress messages speaking of alien ships using weapons of quite terrifying destructiveness.

Whenever such incidents were investigated nothing could be found of the perpetrators, and no useful evidence could be collected pointing to their nature or origin.

All this changed in the year 666.M40, when the first recorded incident of a Necron 'harvest' took place in the Yuctan system close to the Easter Fringes. Although sparsely inhabited, the system included an Imperial Navel depot. At the time of the attack the depot was being used by small Imperial squadron consisting of the Dauntless class Light Cruiser *Farsight* and half a dozen escort craft. Squadron Farsight was

undertaking a long range patrol, and was visiting Yuctan to refuel and re-arm, when it received distress messages from an Imperial colony on the outlying planet of Merida. The squadron moved to intercept and took part in the first recorded encounter between Imperial Battlecraft and a Necron fleet. Only one of the Imperial craft survived (the Cobra Class Destroyer ON37452) to tell the tale. The Necrons suffered no losses. By the time a full Imperial fleet could be despatched to the Yuctan system the Necrons had disappeared. And of the human colonists in the system there was not a single trace...

Since then there have been a further 27 recorded encounters between Imperial Navy ship and Necron raiding fleets. There are also anecdotal accounts of space battles between the Necrons and Eldar, Ork and even Chaos space fleets. All evidence points to the Necrons being old beyond the memory of anything living and their technology although idiosyncratic is superior to that of any other

"Closing on unidentified spatial anomaly EXK99-0002. Distance 10,000... 9,000... 8,000... Wait... that's odd... augers are starting to detect energy fluctuations... <subject gasps> by the Emperor... that's impossible, these readings are off the scale! ABORT, get us out of here n..."

Final message, research craft God's Eye

race including the Eldar. In every encounter so far the Necrons have only been defeated by superior numbers of enemy ships, and wherever the numbers have been even the Necrons have prevailed. Fortunately for the Imperium all of the Necron fleets encountered so far have been small in size, and what should happen if the Necrons should ever attack in force remains to be seen.

Even more worryingly, the encounters that have taken place with the Necrons have

'Astropath reports he is receiving a code red distress call from the colony at Merida '.

The young lieutenant relayed the message to Captain Stauffen who stood surveying the bridge from his command pulpit. Below him the bridge crew completed final checks, gathering reports from ordnance officers and engineers about the ships supply status. After one week in dock taking on fresh supplies the Dauntless class cruiser *Farsight* was almost ready to continue her long range patrol sweep.

'Verify that message, and open hailing channels to all escort vessels.'

'The encryption code is correct sir. The colony has come under attack from an unidentified foe. The system defences have been overwhelmed.'

'What is our state of readiness?' inquired the

old Captain sternly.

'The master gunnery officer reports final rearming complete. We are ready to put out sir'

'Begin main engine power up. Have the navigators plot me best course to Merida. I want long range sensor reports the instant we get in range. Have the officers of the watch on all escorts report in on their current status. When we have all the information, then we can put out.'

The deck below became a hive of activity as officers and crew busied themselves. From far below the powerful throb of the engines began to rise, titanic forces barely held in thrall vibrated the decks. In the forward decks wailing klaxons ushered the cruisers crew to duty stations, gunner teams were roused from their slumber to man lance turrets. Power surged through the ship.

'Take us out'...

The *Farsight* eased away from the space dock, the umbilicus docking tubes dropping away as the light cruiser's manouvring thrusters turned the ship about before the main plasma engines ignited. Burning like a small sun the engines accelerated the vessel away from Yuctan base.

Coming about to starboard the *Farsight's* engines powered down again, awaiting rendezvous with her six escort vessels. First to arrive was Aries squadron, three Sword class frigates taking up station line astern in front of the main vessel. Behind them came Omni squadron, Cobra destroyers taking up line astern at the rear of the column. Final positioning compete Patrol Group *Farsight* powered up again, heading out-system towards Merida, and an unknown foe...

NEW RULES

NEW RULES

Captain Stauffen focused the observation dome electro-telescope on the distant fast moving pin point of light. Sensors had confirmed an enemy vessel closing. It was moving fast, very fast. Too fast for a Ork Gunship or Chaos Raider. 'Eldar' thought Stauffen aloud. So the Eldar were attacking Merida. He would teach this lone scout a hard lesson.

'Sensor readings report no further contacts sir' crackled the comm.

'Squadron Aries to intercept' he ordered. 'Fire at will.' He gave the escort captains the freedom to engage. One small Eldar craft would stand no chance.

The three frigates banked to intercept the lone ship, all ahead full they accelerated away from the Farsight. Stauffen watched the engagement unfold on the tactical display screen. Realizing it's plight the single scout began to turn,

but not before the Aries' weapons came into range. All three vessels opened fire, a volley of plasma projectors and laser cannons slash through space, but found no target. The enemy ship began to run, making for Merida and it's twin moons. Aries squadron gave pursuit. As expected, thought Stauffen, the alien showed only cowardice.

'Come to a new heading, bring us round towards the planet helms officer'

He would follow his lead squadron in, but expected the aliens to show no more fight than the first.

'Massive energy spike sir, reading still climbing.'

Suddenly the tactical display lit up. Something big was powering up, something very big, and Aries squadron was almost on top of it. They had been led into a trap, pursuing the fleeing scout had led them right to the mothership. Scanning

through the electro-telescope Stauffen saw his new enemy. It was huge, and it was no Eldar cruiser or battleship. It looked like a great flat disk, crescent shaped, with a long thin tail. Aries squadron desperately manœuvred to avoid the leviathan as it rounded the planet rim, but too late. From the enemy ship came a great arc of lightning, illuminating the void with crackling fingers of writhing energy which engulfed the entire squadron. Each frigate seemed held in the energies grasp, unable to move as the lightning crackled about their hulls.

After a few seconds all three escorts exploded in a blinding flash. They were torn apart from within sending chunks of hull, prow and engines spinning into the void.

In his long years of service Stauffen had never seen anything like it. An entire squadron gone in an instant.

occurred all over the galaxy, without any discernible pattern as to when or where the Necrons will strike next emerging. What is more the frequency of such encounters seems to be increasing, though how or why this should be happening is unknown. All that is know for sure is that the object of these raids appears to be the seizure of Imperial citizens – but for what hideous use the captured men, women and children are used remains terrifyingly unknown. They simply disappear and are never seen again.



NECRON FLEETS IN BATTLE FLEET GOTHIC

Here is the complete Necron Fleet list which contains all the stats and rules needed to play the Necrons in Battlefleet Gothic. This list represents a raiding Necron fleet rather than a full war fleet.

NECRON FLEET LIST

CAPITAL SHIPS

0-1 (per 2 Scythe class Harvest ships)
Cairn class Tombship 500 points

0-1 Sepulchre +50 points
A Tombship may be upgraded to carry a Sepulchre.

0-6 Scythe class Harvest ship 275 points

0-3 Shroud class Light Cruiser 155 points

RAIDERS

0-12 Jackal class Raider 50 points

0-12 Dirge class Raider 40 points

LEADERSHIP

Leadership is determined normally for Necron fleets, except a ship carrying a Sepulchre (see below) automatically receives a Leadership of 10.

RE-ROLLS

The fleet gets 1 re-roll and can purchase 1 extra for 25 points and a second extra for a further 50 points.

SEPULCHRE UPGRADE

A Tombship in the Necron fleet may include a special vault called a Sepulchre. What exactly it



is that rests inside this thrice-damned place is not known, other than that it exudes an aura of sheer visceral horror that radiates across enormous distances even in the vast emptiness of space. As well as being a resting place for whatever unnameable horror that lies inside, the Sepulchre contains technological wonders that are so advanced as to be magical to virtually any other race and project the will of the creature within far beyond the ship.

Note that there is no requirement for a Necron fleet to include a Sepulchre and it is actually quite normal for them to consist of Scythes supported by Jackals.

The rules for the Sepulchre can be found in the Special Rules section later on.

ATTACK RATING

A raiding Necron fleet has an attack rating of 4.

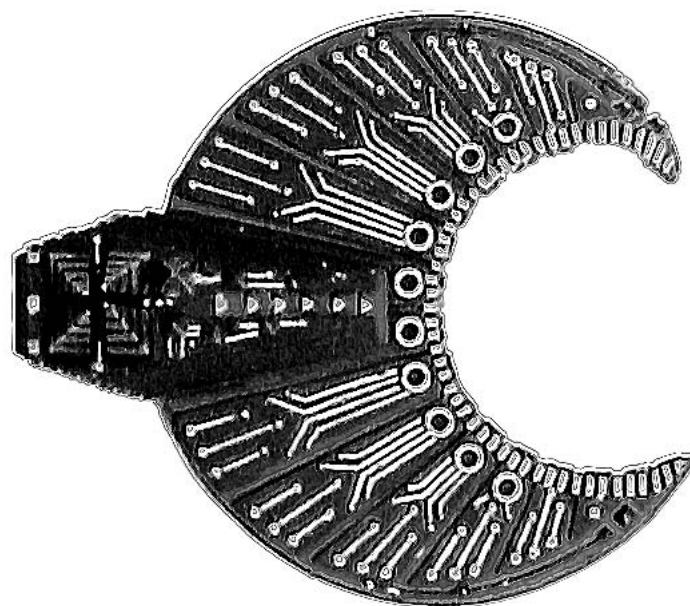


A Scythe Harvest ship and its escorts move to intercept an Imperial fleet.

NEW RULES

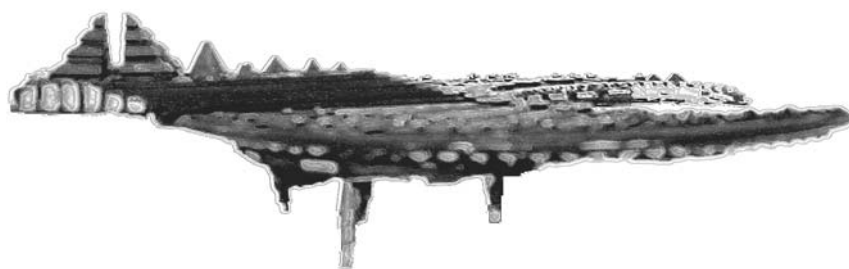
Cairn class Tombship

500 pts



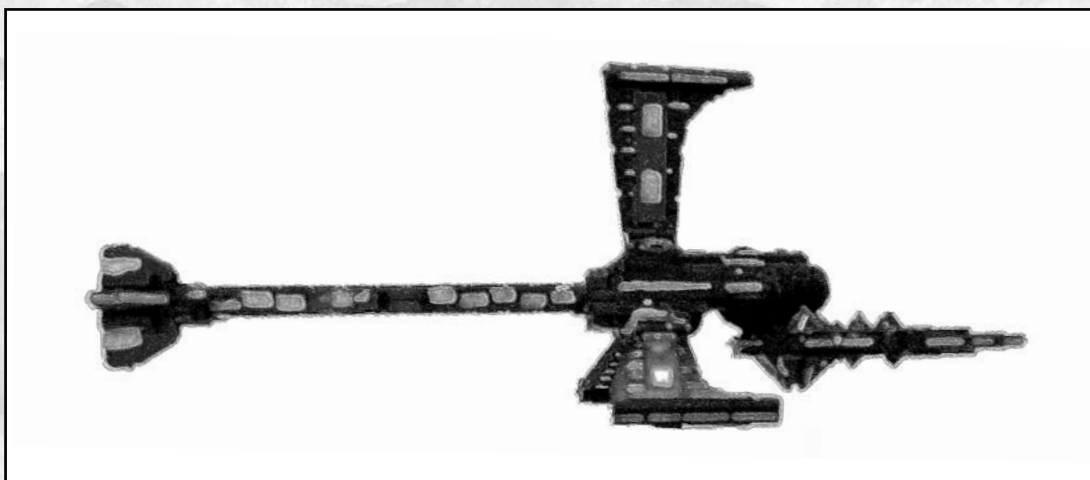
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	(4+ save)	6	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lightning Arc		30cm	20		Left/Front/Right
Star Pulse Generator		20cm	(1 per enemy)		All Around
Gauss Particle Whip		45cm	6		Left/Front/Right
Portal		10cm	3		All Around

Tombships are the largest Necron ships yet encountered by the Imperium. Tombships are large and terrifyingly well-armed craft, perfectly capable of defeating any Imperial battleship currently in service. Fortunately for the Necrons enemies, Tombships are by no means always present in a Necron raiding fleet, and so far have only been met on seven occasions. In each case the Tombship was part of a large force, and so far no Tombship has been met that was not escorted by at least three of the Scythe class Harvest ships described below. All of the Tombships so far encountered have been of the same general pattern, as least as far as can be ascertained from the reports of the engaging Imperial ships. Whether there are different or larger classes of Tombship so far remains a mystery, though one account of an engagement between an Ork fleet and the Necrons mentions a ship so big that it dwarfed an Ork space hulk. If this is true or simply typical Orkish exaggeration remains to be seen.



Scythe class Harvest ship

275 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30cm	45°	(5+ save)	6	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Lightning Arc		30cm		8	
Gauss Particle Whip		45cm		4	
Star Pulse Generator		20cm		(1 per enemy)	
Portal		10cm		2	
				Left/Right	
				Left/Front/Right	
				All Around	
				Left/Front/Right	

Harvest ships appear far more common than the Tombships, and have been part of every Necron fleet so far encountered. So far all of the Harvest ships encountered appear to belong to the same class, the only difference being the inclusion of a Sepulchre chamber on some of the ships (though this does not change their outward appearance). If this is universally true is unknown, though it may well be the case considering the uniform appearance and design of the Necron warriors that have been encountered so far. Although the Harvest ships appear lightly built compared to the

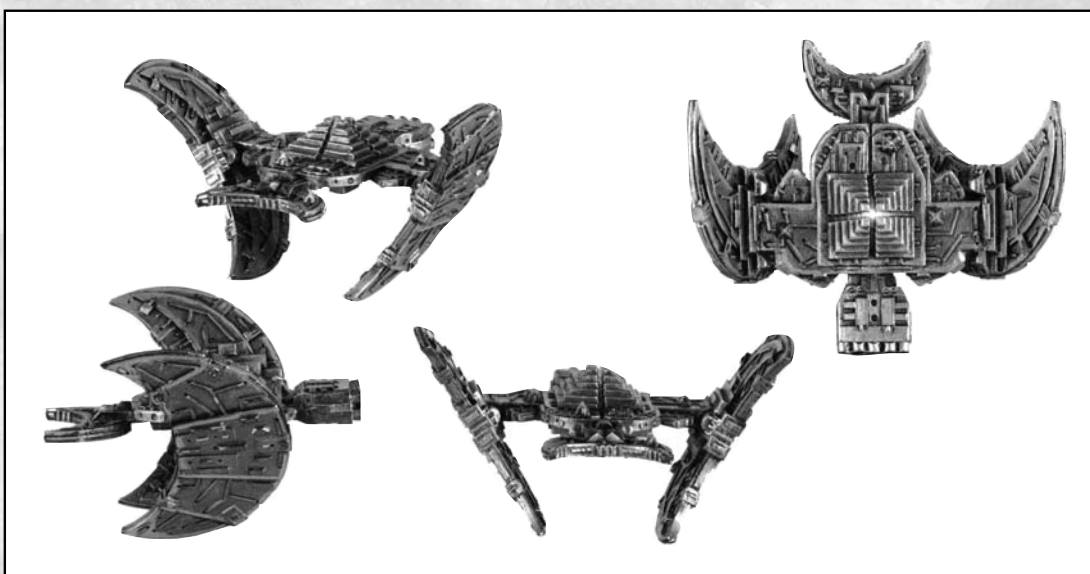
solid designs used by the Imperium, these looks are highly deceptive, and they have proved to be incredibly resilient and difficult to destroy. So far there are only three cases of Imperial ships being able to disable a Harvest ship, and in all three cases it required the firepower of several capital ships to achieve the feat. The Harvest ships resilient design combined with the sophisticated and devastatingly effective Necron weaponry they use makes them a match for all but the largest Imperial craft.



NEW RULES

Shroud Class Light Cruiser

155 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	30cm	45°	(5+ save)	6	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lightning Arc		30cm	10		Front/Left/Right

Special Rules:

The Shroud is an especially stealthy vessel. Its hull is a further refinement of the normal Necron design, which is even harder to detect. As long as it is not crippled a Shroud will never activate orbital mines or grant the enemy bonuses to their Command rolls if it is on special orders. The Shroud's superior sensors are capable of relaying information gleaned to the rest of the fleet. If a Necron fleet has any uncrippled Shrouds on the battlefield the whole fleet will get an extra +1 to their Command rolls when any enemy vessel is on special orders. Otherwise the class follows all the normal rules for Necron vessels in BFG magazine 3.

The Shroud class was first recorded in 992.M41 during an engagement with Battlefleet Pacificus. In the six years immediately after, vessels of this configuration were observed on three occasions and each time disengaged before Imperial vessels could bring them under fire. It was believed that either the class or the crew was being tested in some way. Any preparation ended in 998.M41 when five Shrouds launched a suicidal assault on the Adeptus Mechanicus' Mars installation.

The Shrouds managed to get past the Titan monitoring station undetected but were fortuitously detected by a commercial system freighter. Reacting quickly, several flotillas of system defence ships were deployed on intercepting trajectories. The Shrouds danced through the slow system ships their lightning arcs ripping through the hulls of any that managed to get within range. The Shrouds

were travelling at incredible speed whilst still manoeuvring effectively. The helpless system ships at least managed to project the hostiles approach vector.

The venerable monitor *'Javelin'*, its ancient engines straining was the last vessel to engage them. Its captain, Hieros Vallucci interpreted the data from the system defence ships correctly and positioned *'Javelin'* ahead of them. Before engaging Hieros reported that his augurs were providing negligible targeting information. A single volley from the lead Shroud then destroyed the well-shielded *'Javelin'*. Further interceptors were not despatched, as the Necron squadron entered one of the outermost orbital minefields. The Shrouds raced through thousands of orbital mines without activating any of them. Whilst in the minefields Mars' augurs lost the Shrouds and when they emerged their speed carried

them past the Deimos chain of orbital weapons platforms before their batteries could lock on to them.

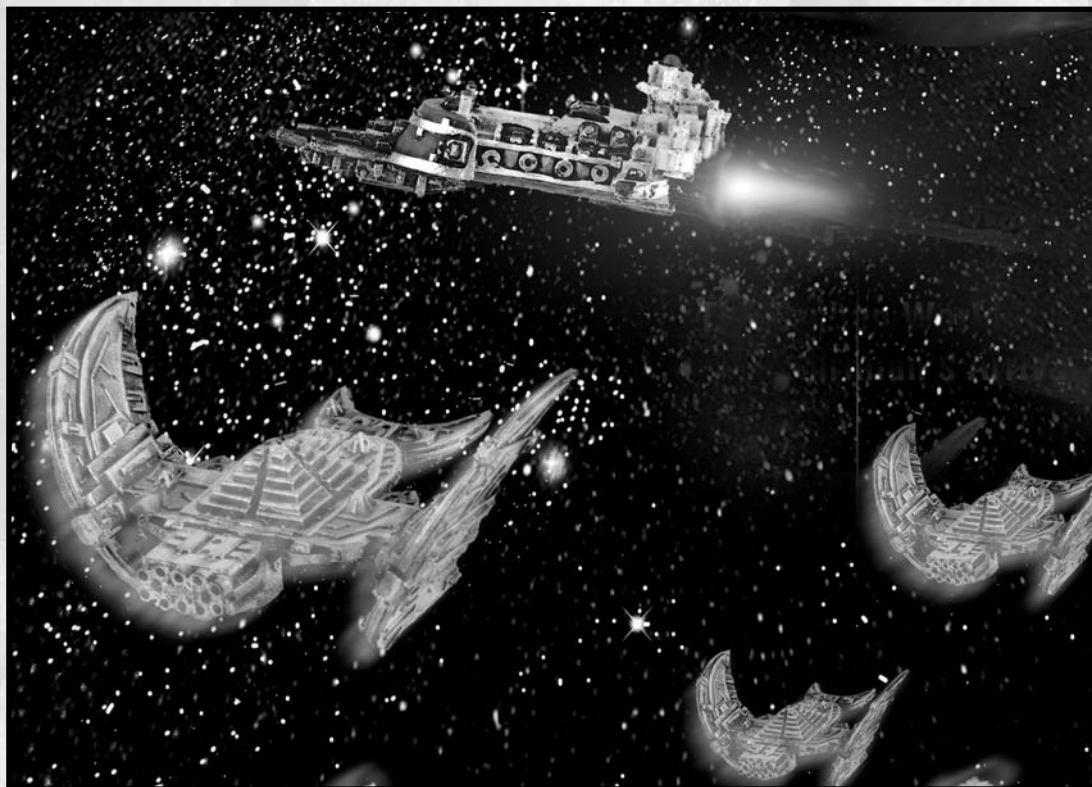
The Phobos line was more formidable though, including a higher proportion of orbital lance platforms and enjoying a far greater overlap of fire zones. Expecting the incoming ships to attack the fleet anchorage over the northern polar region the platforms held fire waiting for the Necron ships to enter their web. Turning sharply the raiders powered away from the Imperial Fleet and skimming Phobos itself set course for Mars. Momentarily surprised the orbital platforms of the Phobos line opened fire. Initially ineffective, the fire built in intensity. Inevitably one Necron ship began to drop off the pace as the mighty defence lasers overwhelmed its hull's capacity for self-repair. An easy target, it was hit again and again as the gunners followed their instincts and training. With a chilling ruthlessness the nearest Shroud swung around enough to bathe its stricken comrade in carefully directed arc lightning. The resultant explosion overloaded every augury array in the Phobos line for a second. In that instant the Necron Shroud squadron broke through the line.

Unable to catch the raiders themselves the Navy vessels unleashed their attack craft like a pack of dogs being set to run down a fox. The Necrons ignored the pursuit though and plunging through the thin atmosphere began furiously attacking mining works in the

canyons of Noctis Labyrinthus. The valleys in this region are full of clouds composed of ice crystals, which make targeting very difficult. No Imperial vessel could possibly have manoeuvred at such speed in the labyrinth yet the Shrouds were able to evade the pursuit of the smaller attack craft. For several hours the mine workings were systematically destroyed but the Necrons had to pay a costly bill for their adventure. Imperial navy vessels launched a total of 120 Starhawks, some for back-to-back missions to locate and destroy the Necron vessels. The job was finally done at considerable cost, although it is known that at least one of the raiders was able to affect a landing before later being destroyed on the ground.

It is unknown why the Necrons performed such an apparently pointless mission. The Adeptus Mechanicus have been reluctant to discuss the incident, although they have placed a *perdita* zone around Noctis Labyrinthus enforced by an entire Skitarii Legion.

Since the Mars gambit, Shrouds have been identified on six occasions acting as the long-range eyes and ears of the Necron fleet. They excel at their job because no Imperial ship with any chance of catching a Shroud could possibly defeat one if they caught it. They pose a grave threat to Imperial Navy installations. If they can penetrate the defences of Mars with such ease then there is no base which can be considered safe.



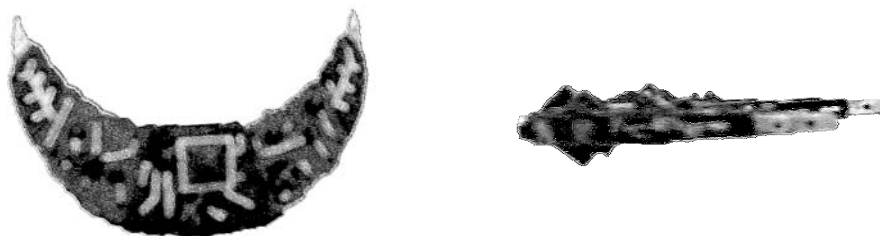
NEW RULES



NEW RULES

Jackal class Raider

50 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40cm	90°	(6+ save)	6	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lightning Arc		30cm	4		Front
Portal		10cm	1		All Around

Necron fleets have so far always included numbers of smaller ships roughly equivalent to Imperial escort vessels. Although there have been two instances of such craft operating on their own, this seems to be the exception rather than the rule, and it appears that they are usually very closely controlled by the Tombships or Harvest ships in the fleet. The Jackal is the slightly larger of the two types of escort so far encountered, and has been present in every Necron fleet so far engaged by Imperial forces.

Dirge class Raider

40 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	50cm	90°	(6+ save)	6	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lightning Arc		30cm	3		Front

The Dirge class Raider is the smaller of the two escort sized Necron ships, and appears to be somewhat rarer. Whether this is universally the case or simply a matter of chance is unknown.

NECRON FLEET SPECIAL RULES

The following special rules apply to ships in the Necron Fleet.

NECRON WEAPONS

Lightning Arc

Stored solar energy is released as a forest of living energy tendrils which envelop targets probing for weaknesses. Lightning Arcs function as weapon batteries with two differences, firstly they get no adverse column shifts for holofields (the bolts do not need to see) and all targets are treated as closing.

Lightning Arcs with multiple fire arcs can divide their total Firepower. A Lightning Arc can be split between its fire arcs in anyway the player desires. So for a Tombship, it's strength 20 Lightning Arc can fire 5 Firepower to the front, 12 to the left and 3 to the right. Next turn it could fire 20 Firepower to the right, and none elsewhere.

Gauss Particle Whip

This is the preferred ranged weapon of the Necron Raiders. A particle beam is projected along a magnetic field across a short (at source) arc, the arc is sufficient to crack the particle beam like a whip. When a target is hit the beam is energised focusing power similar to the Lightning Arc batteries, but on a much smaller

target area. The Particle Whip is treated like a lance except any rolls to hit of 6 bypass shields and effect the target ship directly and are unsavable by holofields

Portal

Portals are more precise than conventional teleporters and are able to flood enemy ships with a relentless host of Necron Warriors and swarms of Scarabs. Each portal confers an additional hit and run attack to the Necron vessel. These have a range of 10cm and as normal can only be made against ships whose shields are down. The usual restriction that teleport attacks can only be made against ships with less remaining hull points is waived, with the exception that Necron Raider class vessels do not carry enough Warriors to board anything with more than 6 hull points remaining.

Star Pulse Generator

The Star Pulse generates an pulse of energy with a radius effect of 20cm, which does not effect other Necron ships. Each pulse generator gets one roll to hit against each ship or piece of ordnance in range. Holofields offer no defence. A starpulse cannot be generated while the vessel is using any special order or crippled as it requires precise control.

The Farsight banked steeply away from the enemy, all her port weapons batteries blazing. Squadron Omni turned in her wake, also pouring fire as the remaining battleline crossed the enemy prow.

Such well versed tactics proved ineffective. Stauffen could see no evidence of damage to the enemy mothership.

Two more enemy vessels appeared, each a flat crescent shaped disk, glowing with a strange light against the blackness of space. They were closing so fast he hardly had time to react.

Again the Destroyers fire seemed ineffective, the energy just seemed to

dissipate upon impact.

As the destroyers continued to turn an arc of lightning from the speeding craft disabled the rearmost vessel in the line. All communications with the stricken escorts bridge where down.

'Too late to save her' thought Stauffen, if any where to escape from this disaster then they would have to run. He ordered the destroyers back to Yuctan station, and brought the Farsight round to interpose it between the destroyers and the mothership, which was accelerating after them.

The Destroyers completed their turn and fled away

from the ambush, they scattered to best avoid pursuit. Meanwhile the Farsight sat awaiting the motherships attack, all gun decks at the ready.

The mothership closed with unreal speed. A whip of lightning crackled from the prow, spiralling around the Farsights hull and holding it tight in its grasp. Stauffens bridge crew wrestle for control in vain, as systems began to fail. Control panels exploded sending bodies flying across the bridge. All targeting systems had failed. The Farsight was a sitting duck. Stauffen commended his crews souls to Emperor as he ordered the plasma reactors to be overloaded.

NEW RULES

NEW RULES

Sepulchre

Only utilised by the largest Necron vessel in a fleet. The Sepulchre is used to attack one enemy ship that is within 20cm range. When the Sepulchre is used make a Leadership test for the enemy vessel being attacked, as a wave of palpable psychic force is generated from the Necron ship. The crew are paralysed by visions of horror, if discipline is lost then the crazed crew are likely to do damage to their own ship as they rampage uncontrollably.

A ship attacked by the Sepulchre should take a Leadership test. If they pass the Captain cracks some heads and restores order. If it is failed then the ships Leadership is permanently reduced by 1, representing the loss of morale and trust. Also the ship may not use any special orders until after the end of their next turn. This includes 'Brace for Impact'. Any ordnance within 20cm of the Sepulchre (except for non-boarding torpedoes) are destroyed on a 4+. A Necron ship may only unleash its Sepulchre when the ship is **not** on any special orders or crippled.

A Necron ship carrying a Sepulchre automatically gains a Leadership of 10.

NECRON SHIP SYSTEMS

Inertialess Drive

Necron drives are capable of interstellar travel without the need to enter the warp. The drive is fired whenever 'All Ahead Full' orders are issued; instead of obeying the normal rules for this order the ship gains D6 x 10cm additional movement and can make a turn for every 20cm it travels.

Reactive Hulls

Necron ships are made of a unique sentient metal. To represent these factors all Necron ships with a reactive hull are immune to damage, leadership and movement modifiers from solar flares, radiation, gas clouds and blast markers. All Necron ships are Armour 6 representing the difficulty of targeting them, and in addition receive a special save against each hit to represent the hulls adaptive qualities. The save is 6+ for Raiders, 5+ for Harvesters and Scythes and 4+ for Tombships. If the Necron vessel uses 'Brace for Impact' then the save is modified to 2+ but its stealth properties are instantly compromised. A Necron ship on Brace for Impact orders is reduced to armour 4. Last, but by no means least, all Necron Critical repairs are made on 4 or more as the sentient metal attempts to self repair.

DISENGAGING

Necrons will always prefer to disengage than fight to the end. They do this by 'fading out', the vessel in question dematerialises and drops

out of normal space. At the end of its movement phase any Necron ship may perform a fade out disengage automatically.

At the end of a game including normal victory points count up the Necron losses using the following modifiers: -

- Any capital ship that disengages with no damage whatsoever counts as 10% destroyed.
- Any capital ship that disengages with any damage at all or any raider that disengages counts as 50% destroyed.
- Any capital ship that is crippled counts as 100% destroyed.
- Any capital ship that is destroyed but not left as a drifting hulk counts as 200% destroyed.
- Any capital ship that is destroyed and left as a drifting hulk counts as 300% destroyed.

NECRON REPAIR POINTS

Due to advanced nature of Necron technology all Necron ships must expend double the normal amount of repair points to repair hits and buy new ships when playing in a campaign.

NECRON CRITICAL HITS TABLE

2D6	Result
2	Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in Port Arc.
3	Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in Starboard Arc.
4	Power Flow Disrupted. May not fire Lightning Arc in any Arc.
5	Power Flow Disrupted. May not fire Lightning Arc or Particle Whip in any Arc.
6	Drive Damaged. May not change facing until repaired. Permanently reduce the ships Ld by -1.
7	Drive Damaged. Reduce movement by -5cm until repaired. Permanently reduce the ships Ld by -1.
8	Inertialess Drive Damaged. May not use 'All Ahead Full' special orders until repaired. Permanently reduce the ships Ld by -1.
9	Sepulchre Damaged (if present otherwise roll again). The ship loses the ability to use its Sepulchre until repaired. Permanently reduce the ships Ld by -2.
10	Command Core Damaged. Permanently reduce the ships Ld by -3.
11	Power Surge. +D3 damage points. Permanently reduce the ships Ld by -2.
12	Ruptured Power Core. +D6 damage points. Permanently reduce the ships Ld by -2.